

CLAIMS

1. A method for controlling the pace of a card game comprising the steps of:

monitoring the play of a predetermined card game having more than one player;

sensing each time when play passes to a player; and

imposing a restriction on a player that does not take action within a first predetermined time period.
2. The method as recited in claim 1, further including the step of providing a shot clock for measuring said first predetermined time period.
3. The method as recited in claim 2, further including the step of providing visual effects indicative of the end of said first predetermined time period.
4. The method as recited in claim 3, further including the step of providing visual effects of predetermined intervals within said first predetermined time period.
5. The method as recited in claim 1, wherein said monitoring step comprises monitoring the play of a poker game.
6. The method as recited in claim 1, wherein said restriction is declaring the player's hand dead at the end of said first predetermined time period.
7. The method as recited in claim 1, wherein a subsequent time period is initiated and the player's hand is declared dead at the end of the subsequent time period if the hand is not played by the expiration of the first time period.